APPENDIX

Changes to Specification:

The following are marked-up versions of the amended paragraphs:

Page 1, lines 4 and 5:

The present invention relates to an image generating system and ~~an information storage medium~~ a program.

Page 2, lines 15-21:

The present invention was devised in view of those problems in the prior art and has as an object thereof the provision of an image generating system and ~~an information storage medium~~ a program which enable scissoring of a polygon in a three-dimensional stage with a reduced processing load, to prevent display failure of a polygon on a screen end or at a short distance from the viewpoint.

Page 7, lines 4 and 5:

~~FIGS. 18A and 18B~~ FIGS. 18A to 18C show various examples of systems to which one embodiment of the present invention is applied.

Page 28, line 15 - Page 29, line 3:

FIG. 18C shows an example of this embodiment applied to a system including a host machine 1300 and terminals 1304-1 to 1304-n connected to the host machine 1300 through ~~a network 1802~~ a network 1302 (e.g., a small-scale network such as a LAN, or a wide ranging network such as the Internet). In this case, the stored information is stored in an information storage medium 1306 such as a magnetic disk, magnetic tape, or memory that can be controlled by the host machine 1300. If each of the terminals 1304-1 to 1304-n can generate

game images and sounds in a stand-alone manner, means such as game program for generating game images and sounds is transferred to the terminals 1304-1 to 1304-n from the host machine 1300. On the other hand, if game images and sounds cannot be generated in a stand-alone manner, the host machine 1300 creates the game images and sounds and transfers them to the terminals 1304-1 to 1304-n for output by those terminals.

Page 36, lines 3-19:

An image generating system and ~~an information storage medium~~ a program enabling scissoring of a polygon in a three-dimensional stage to prevent display failure of a polygon on a screen end or at a short distance from the viewpoint with a reduced computation load. The system performs scissoring processing for a polygon in a three-dimensional stage and generates an image of an object including a new vertex generated by the scissoring. A polygon which is at a short distance from a view point, displaying of which is likely to be missed, is scissored on side surfaces of a quadrangular pyramid forming a view volume, to prevent the display failure of the polygon existing at a short distance from the end of a screen. A polygon arranged in the three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex, and a polygon containing the detected vertex is scissored at a portion containing the detected vertex, in a predetermined plane.